The Seal of St. Kainur

Quest Background

Nearly a day has passed since your arrest for trespassing in the town of Kainur. You are finally dragged before the Duke of Kainur to receive judgment. "The seal of our patron protector has been stolen by the necromancer. The seal carries the authority of St. Kainur who two centuries ago cleansed this valley of monsters and fell beasts. The bearer of the seal commands an army without fear. Since the seal has been stolen, the necromancer Rugurth's power has grown and attacks by his minions have increased in frequency and ferocity. My men are spread thin countering the attacks. Go to the layer of the necromancer and return to me the seal of St. Kainur. Only then will you have earned your safe passage and my trust."

You are given the meagerest of equipment. The town guard leads you to an ancient glyph of transport with the grimness of the condemned being led to the gallows.

Quest Goals

The Duke of Kainur has commissioned you to recover the seal of St. Kainur. The seal is currently in the possession of the necromancer Rugurth in the caves in the hills north of Kainur. You begin the game with 5 conquest tokens. If you ever run out of conquest tokens, you have failed in your mission.

Start Area

Stepping from the glyph, you notice roughly hewn walls as your eyes adjust to the dim torch light. The air is damp and heavy with the stench of rot and bat guano.

Area 1

The old heavy door opens grudgingly. The sound causes a commotion of flapping and many scurrying feet.

If the heroes end their move on the event marker and they have NOT triggered the event in Area 2:

The pool of water at the end of this hallway glows faintly with a blue light. It is impossible to tell the source of the light, but it originates from a great depth.

If the heroes end their move on the event marker in the and they have triggered the event in Area 2:

Where a pool of water once stood, is now a narrow and wet stairway. Bright light streams up from the bottom of the stairs.

Replace the pool of water with blue stairs. Once the heroes descend the stairs they are in Area 3.

Area 2

The opening of this door is met with the sound of bones rattling and bows strings being drawn. In a booming voice you hear “Look what’s stepped out of the pantry boys.” Across the room a menacing figure stands up to a full height of 9 feet.

If the heroes end their movement in the same square as the event marker:

A large metal bar sticks out of a vertical slot in the south wall. With some effort the lever slides down. Shortly after the lever clicks into its lowest position, the sound of rushing water can be heard momentarily.

When the heroes return to the event marker in the north hall in area 1, the pool of water is replaced with stairs leading to area 3.

Area 3

Descending the stairs the light grows stronger. Entering a large, well lit room you see a single large snake with a human face. The creature glows with a blue light. Calmly lifting it’s head, the snake speaks “those entering here must be seeking death. Worry not, death with seek you soon enough.”

Area 4

Your entrance into this room goes unnoticed at first. The bright room is filled with the sound of chanting coming from across the room. Stepping into the room the chanting abruptly stops. A figure across the room turns away from the table on which you can see a mutilated body. Looking at you he says “Ah, new recruits! I will be with you in a moment. Please, stay.”

Rugurth is a master Sorcerer with Armor 5 and 4 extra wounds and the Command ability. In addition, all monsters within 3 spaces of Rugurth have Undying (rolling one power die as normal).

If the heroes end their movement in the same square as the event marker:

Sitting on the pedestal in the alcove is a medallion glowing red and gold. The insignia on the medallion matches the coat of arms you saw in the Duke’s keep. You must now get the medallion back to the Duke!

As soon as a heroes grabs the seal, any monsters in Area 3 that were killed are replaced in their starting positions. The heroes must take the seal back to town to complete this quest.

Once the heroes kill Rugurth and he stays dead:

With your final blow, the necromancer falls to the floor, but does not get up again. Laughing weakly, Rugurth manages to say "Death can not bind me. I shall escape again."

The heroes receive 4 conquest tokens for killing Rugurth.

Treasures

Copper 1	1 Conquest token, 100 Coins, 1 Copper Treasure
Copper 2	2 Conquest tokens, 1 Curse, 1 Copper Treasure
Copper 3	1 Conquest tokens, 2 Curses, 2 Copper Treasures
Silver 1	2 Conquest tokens, 1 Healing Potion, 1 Silver Treasure
Silver 2	3 Conquest tokens, 1 Curse, 1 Healing potion, 1 Silver Treasure